SNSP-RN-AUS

ROCK 'N' ROLL RACING™

ocean®

INSTRUCTION BOOKLET

Interplay™

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

Wanted: A Few Good Heroes

So you want to be a Rock 'n Roll star? Do you have the nerves to race against the best? We have a fine tradition here at the Flip Johnson Racing School—a tradition of losing drivers who ease up on the gas pedal just a little too early—then KAPOW, they're out.

That's right, not since Flip Johnson won the Indianapolis Super Cup back in 2911 have we had a winning ticket. What makes you think you'll win?

You know who else will be racing against you? Criminals, machines, geniuses and the lizard prince of Bogmire, Ragewortt himself.

Oh very well kid. You're in. We're counting on you. Good luck! You're gonna need it.

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SAFETY PRECAUTIONS

The following suggestions will help keep your Super NES Game Pak in its best working condition.

1. Keep the Game Pak away from heat or cold, water and especially direct sunlight. Life is rough enough on the track.
2. Keep the Game Pak in its protective cover when it's not being used.
3. If your Game Pak gets dirty or dusty, use a clean, soft cloth to clean it. Do not use any chemicals. A clean Pak will assure you hours of racing fun.
4. Never take the Game Pak apart. There is nothing for you to use in there. Just like your racing car, keep your fingers out of the engine!
5. Always be sure the Super NES power is OFF when inserting or removing the Game Pak.

QUICK START

For you recruits who want to blast right into the action, you'll need to know a few things:

1. You're here to have fun. Make sure your Super NES power is off. Insert the Rock 'n Roll Racing™ Game Pak into your Super NES and power up!

2. Press **START** on your Controller. Choose NEW GAME.

3. Choose ONE or TWO PLAYERS.

4. Choose play level: Rookie, Veteran or Warrior.

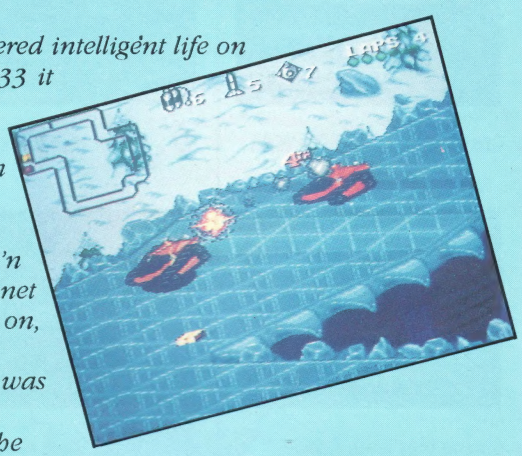
5. Select your Hero (see Hero Biographies.)

6. Select your Car (See Buying a New Car.)

7. Select Start Race at the MAIN SCREEN.

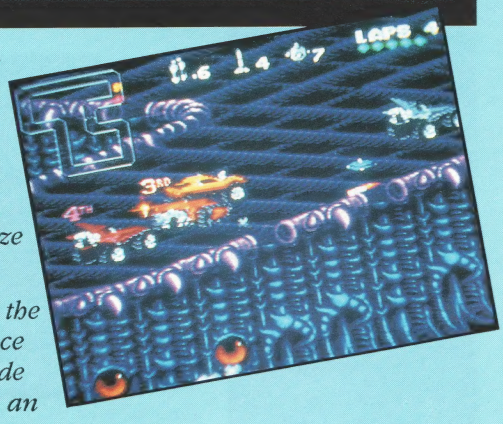
THE HISTORY OF ROCK 'N ROLL (RACING)

The first automobile race was held in France in 1894, seven years after the first car was made by Herr Daimler and Herr Benz of Germany. They made the first combustion engine used in cars of the late 19th, 20th and early 21st centuries (one of Daimler's daughters was named Mercedes; together the engineers made Mercedes Benz, still a mark of quality in the 30th Century.) In these automobile races, men wanted to test their wits, skill and machines against each other where only the best survived. Old nations like Germany, England, France and the United States began holding regular races to celebrate the automobile, the new standard for transportation.



When mankind discovered intelligent life on Bogmire in the year 2833 it started a craze like nothing ever seen before. The Saurions on Bogmire started racing with all sorts of souped up cars to classic Rock 'n Roll music from the planet Earth. The idea caught on, and the Rock 'n Roll Racing™ Commission was formed. They are responsible for the

rules, regulations and fun of Rock 'n Roll Racing™.



The first race was held in 2911, one millenium after the Indianapolis 500 began, so they named the grand prize the Indianapolis Super Cup.

Flip Johnson from Terra won the first complete Rock 'n Roll Race with his brand of nitrous oxide called Lightning Nitro. It was an upset since on the three-race tour, Dangbar of Bogmire was clearly in the lead. Dangbar threatened to eat Flip if he competed again, so Flip opened a school of driving on Terra, his home planet, and retired from racing.

Now of course, Rock 'n Roll Racing™ is the most watched sport in the universe. An estimated 7.8 billion people from 17 planets tune in regularly to see the modern age demolition derby.

SNAKE SANDERS

A native of Terra, Snake Sanders wants to win an Indianapolis Super Cup not for himself, but for his home planet. Over the years people from other planets have been dominating Rock 'n Roll Racing™. For once he thinks the people who invented race car driving should win. He wants to prove that the people who made the race car are still best at it.

Snake is quick off the race line and isn't scared of pushing the pedal all the way down.

HOW TO PLAY

A new recruit, eh? Do you have the nerves to race with the best? Well good. What's your name, kid?

New Game

You should start your career as a Rookie. You only get to race three planets, which means you can't win the game, but you'll get the experience you need before becoming a veteran. Veterans race the full 5 planets, but the game is much trickier. By winning all 5 planets you win the Indianapolis Super Cup.

Warriors face the toughest computer play, and you get to race on Inferno, the bonus planet. Slam your car into overdrive for this one!

You'll be placed into Fast Eddie's shop to buy your first car (see Buying a Car.) After your purchase you will be placed at the MAIN SCREEN.

On the MAIN SCREEN (above) you see player one on the left (that's you) and your car below. On the right is your enemy and his car below.

In the middle are some statistics. At the top is the player being showcased; beneath the player is how much money you have. Next is the planet you'll be racing on (and its picture.) RACES RUN shows how many races on this planet you have under your belt and how many are left in the season. For example, if it says 6 of 8, that means you've raced six times on this planet and you have two more until the Division ends. Last is your SCORE, how much you've earned and how many you need to advance (see Score and Advancement.) The bottom of the main screen contains five buttons to choose from.

Select this one to START THE RACE.

This brings you to Gordo the Saurion's Gift Shop where you buy stuff for your car (see Buying Equipment.)

This brings you to Bay 2, where Captain Floyd Braddock, your Space Limo Chauffeur, will hyperspace you to the next race (see Score and Advancement.)

This returns you to Fast Eddie'sto buy a new car or to repaint your car. Planets you visit later will have different cars to choose from.

This lets you change a few options, like sound, music, etc., and this is where you find a password to save your game (see Options.)

VIPER MacKAY

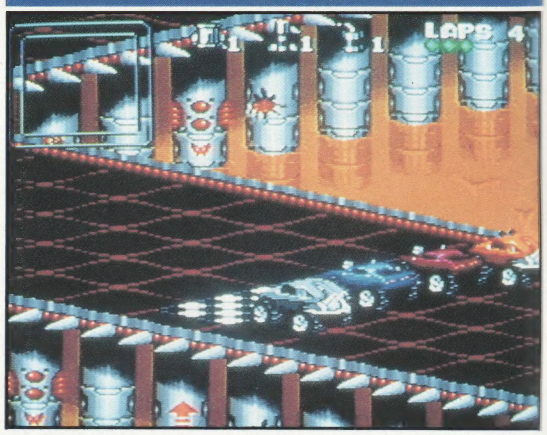
Viper used to fly with the Eagle Class Assault Fighters but now the military doesn't want him any more. Viper MacKay now contends in Rock 'n Roll Racing™ to feed his addiction for combat. Viper isn't too bright, but he'll teach you a trick or two before you advance to Drakonis.

CYBERHAWK

When Boomer Bradshaw left his body to science he had no idea they'd make him into a racing cyborg. But they did. Cyberhawk is an advanced prototype, genetically remastered racing maniac. He only knows how to win, because for him, coming in second place is losing the race. If Cyberhawk wins the Indianapolis Super Cup, you can be sure to see more cyborgs on the race track.

Cyberhawk's quick off the line and leaps easily over land mines and oil slicks.

LET THE CARNAGE BEGIN

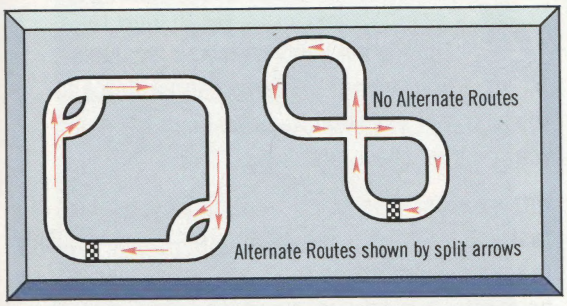


The bottom right of the MAIN SCREEN shows your weapon type and how many shots you've purchased. On top is your FORWARD WEAPON, then your REAR WEAPON, and on the bottom are your POWER CHARGES. The maximum you can have of each is seven.

Let the Carnage Begin

When you have equipped your car to your liking select START RACE. At the track you'll hear Larry "Super Mouth" Huffman begin the race, and here is where you have to prove yourself.

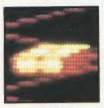
On the race screen you will see a little map, numbers, dots and the number of laps remaining. The race map is on the top left; it shows you where you and your opponents are. These cars are coloured just like the real-life ones.



Some track layouts have alternate routes you may take. Be aware, some tracks may appear to have alternate routes. If you cheat, the race officials won't count your lap. Two samples are shown above. If you don't know which way to go, follow an opponent.

The top of the race screen shows how many charges you have left for all your weapons. The first is your FORWARD WEAPON, then your POWER CHARGES, then your REAR WEAPONS. Remember, they're recharged after every lap.

There are some other track features you'll learn about as you play and race against the best. Three are shown below.



CASH BONUS
$1,000

BEAR CLAW
MINES!

REPAIRS YOUR
ARMOUR

GRINDER X19

A robotics team on Drakonis made Grinder X19 to be the best racer ever. It is in perfect physical shape with skin made of steel, blood made of transmission fluid, and a heart made of cold iron. Grinder and its car are as one on the race track; it will take true living ingenuity to beat this machine.

IVANZYPHER

No one else from Fleagull ever made it to the Rock 'n Roll Racing™ track. Ivan is truly a hero to his people, as his planet Fleagull is the newest member to Rock 'n Roll Racing™. Like many of the other heroes, Ivan needs to prove himself and his race worthy of the Rock 'n Roll race track.

When Ivan is behind the wheel, he jumps like no other — and he's pretty good racing at high speeds too.

DAMAGE CONTROL

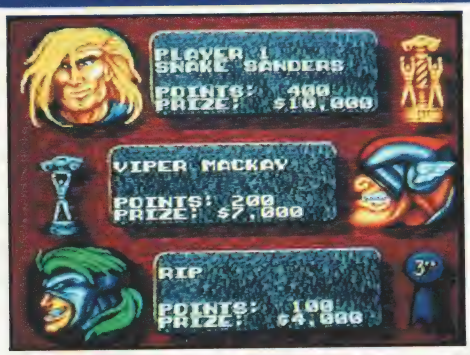
As you drive you will want to blow the competition away with your weapons. Your forward weapons cannot damage your car, but your rear ones (like mines) can if you run over them later.

Hitting other cars can also damage you. The faster you hit a car the more damage you're likely to take. Flying off the track will trash your car, so be careful off the jumps and when to fire up the Lightning Nitro.

At the top right are **GREEN** or **RED** ARMOUR DOTS which show how damaged your car is. When you have two dots left they turn red and your car will smoke all the time. When you have no dots left your car blows up. But don't worry, in a few seconds Fast Eddie will deliver your new car! When you buy better armour you get more dots to play with.

Also in the top right of your race screen are the number of laps remaining. LAP 1 means you're in the final lap. Larry will announce this if he's turned on (see Options.)

WINNING THE RACE



When you win a race you will get MONEY and SCORE. Your SCORE is what you really need. Only with enough points will you be allowed to advance to the next planet. If you have enough points to advance, you may either advance early by selecting ADVANCE A LEVEL, or at the end of the season the race officials will decide for you (see Score and Advancement.)

1. First place gives you the Gemini Gold Trophy, $10,000 and 400 points.
2. Second place gives you the Silver Atlas Trophy, $7,000 and 200 points.
3. Third place will give you a cute blue ribbon, $4,000 and 100 points.
4. Fourth place means you need more practice. Sorry, you get nothing.

RAGEWORTT

Rageworth is prince of the Saurions. Rageworth became heir to his dad's crown by beating the best drivers from all over the universe, including his brothers, through wit, reflexes and a bad attitude. He says the people who started Rock 'n Roll Racing™ should hold the Cup right next to the Throne of Bogmire, his father, King Quagg's throne!

KATARINA LYONS

The Lyons are one of the many families of Panteros V. Katarina is the princess of her people, and she is plain tired of always hearing about males winning Rock 'n Roll Racing™. She is determined for once to have a woman win the Indianapolis Super Cup... herself. Katarina is quite an accomplished athlete and gymnast, and she believes herself better than any male driver on the track. She is more determined than any other hero to win!

Katarina hugs the corners like she's on rails, and jumps over all obstacles with ease.

RACE CAR CONTROLS

How Do I Work This Thing?

Your Controller is set up in the following format for Rock 'n Roll Racing™:

C. Pad This steers your car. Left and right will turn your race car as though you were in the driver's seat. Down will brake, but who ever brakes in a Rock 'n Roll race?

L/R These will make sharp left or right turns when you steer with the Control Pad.

B This is your gas pedal during the race (you'll probably want to press it all the time) and this is your SELECTION button in the other screens.

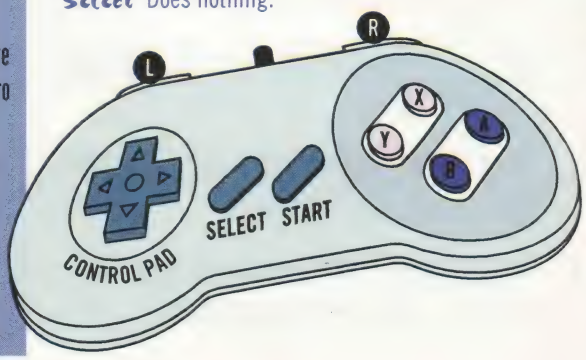
X This will use your POWER CHARGES.

Y Fires your FORWARD WEAPON.

A Fires your REAR WEAPON.

Start During a race you can give up by using this button. Don't worry if you press it on accident, it will ask you to confirm YES or NO.

Select Does nothing.



CAR & EQUIPMENT SELECTION

The next few pages bring you to the car and gift shops. You will need to visit both to do well on the track. All drivers are loaned $20,000, and if you are lucky enough to win, you won't have to pay it back. With this money you can buy your car and equipment.

After racing you will want to buy better supplies at Gordo's Gift Shop. He has locations at all Rock 'n Roll Racing™ planets and popular driver hangouts.

Each car can only carry a certain type of FRONT WEAPON, REAR WEAPON, and POWER CHARGE. They can't be exchanged between cars.

Every time you complete a lap around the track the officials will recharge your WEAPONS and POWER CHARGES up to the number of shots you bought. So if you buy one laser shot, you get one charge for every lap. If you buy seven laser shots (the maximum), you get seven charges every lap.

When you buy armour, tyres, engines and shocks they're yours for keeps until you buy a new car. When you buy a new car you will have to buy all over again the nice things your last car had, and maybe more.

ROAD HILL KELLY

Kelly is serving 14 consecutive life terms on New Mojave, the prison planet. He has vowed not to let any Rock 'n Roll driver leave New Mojave alive. With his fast & chemically-enhanced reflexes he may just keep his promise. Be careful turning your back on Kelly, he's as trustworthy as a politician up for election.

JAKE BADLANDS

Jake was the leader of one of the biggest street gangs of Xeno Prime. He and his friends always watched Rock 'n Roll Racing™ on the local Holo-TVs. Jake finally grew tired with street gangs, and felt he needed a profession, race car driving, naturally. He began racing and now donates his winnings to youth programs across the universe.

Jake has always cornered like a pro, and he packs a wallop when he slams the gas pedal down.

BUYING A NEW CAR

Welcome to Fast Eddie's, the only authorized Rock 'n Roll Race Car dealer in the universe. You can't race without a car, see, so tell me want you want and I'll see what I have in stock for ya'.

Our fine selection of race cars are guaranteed for life. Since you racers are the unruly sort, these cars are sure to get pretty banged up. But since I'm the only dealer, I have to replace your car free of charge in only a few seconds. Nice deal, eh?

On Chem VI, the first planet, you will have a choice of three cars to choose from, the ***Dirt Devil***, ***Marauder*** or ***Air Blade***, although you won't be able to afford an ***Air Blade*** at the beginning of your career. On later planets you will be able to choose a ***Battle Trak*** or ***Havac***, the finest modern racing machines in the galaxy.

To choose the colour of your car, select the paint colour you want on the left side of the screen and press B. Move the Control Pad left or right to move the Claw and you can view the cars being showcased.

When you're satisfied, select BUY. Sorry, no refunds and no returns.

BUTCHER ICEBONE

Butcher is one of the most brilliant men in the universe, and the only wise guy who dares to race. He will use his every wit to outsmart you. He races on the coldest planet, a big advantage to him, but with a brain like his, you will have to be pretty tricky to finish the race!

Dirt Devil $18,000

Dirt Devils are designed after one of the most successful automobiles on Earth. Dirt Devils use VK Plasma Rifles, BF's Slip Sauce, and Locust Jump Jets.

TARQUINN

Tarquinn is everyone's hero. He was raised from poverty on Aurora and became a Starship Captain, the highest military rank ever to come from his planet. He appears in cosmic talkshows and gets paid well for doing it. Now, with Rock 'n Roll Racing™ the biggest sport in the universe, he wants to prove himself as the best race car driver, and the only driver worthy of the Indianapolis Cup.

Tarquinn's military experience gives him an edge on top speed and cornering.

Marauder $18,000

The return of a classic, the Marauder is a favourite among novice drivers until they build a bank roll. Marauders use VK Plasma Rifles, BF's Slip Sauce, and Locust Jump Jets.

Air Blade $70,000

This car was designed for smooth aerodynamics. Also great for quick stops to a drive-thru. Air Blades use Rogue Missiles, Bear Claw Mines and Flip Johnson's brand of Lightning Nitro!

Battle Trak $110,000

Manufactured exclusively on Fleagull, Battle Trak gives you extra traction on those slippery corners. Traks use Rogue Missiles, KO's Scatter Packs and Lightning Nitro. What a set! The Battle Trak's treads are not affected by oil strips.

Havac $130,000

This is 12-time winner Slash's favourite. Wreak some havoc with a Havac! They are mighty expensive, but they don't need tyres or shocks! They use heat-seeking Sundog Beams, Scatterpacks and Nitro. The Havac hovers right over oil and land mines.

J. B. SLASH

Since Inferno became the final racing planet, Slash, with a face even his mom doesn't love, has won the Indianapolis Super Cup every time. Slash lives to race, and as long as he wins, his government pays him well.

Slash's alien physique gives him incredible endurance on the race track. He has a few extra senses which help him drive even with his eyes shut. Be very careful around him. He isn't the grand champion for nothin'!

If you beat Slash on the Warrior level you are surely a Rock 'n Roll Racing™ Driver to be reckoned with.

BUYING EQUIPMENT

Welcome to Gordo the Saurion's Gift Shop! We have the best selection of weapons, armour, engines, tyres and shocks you'll find anywhere. And with every purchase, we'll give you a free hair cut!

With each new car you buy you get one free sample of equipment. But you can't keep any of the upgrades on any new cars you buy because all purchases are custom fit. Sorry.

Come on in and browse around! I'm friendly.

Move the CONTROL PAD around to see the different equipment available for purchase. Displayed in the upper right is the item you have, the next best item (upgrade), and its price. Pressing **B** will purchase the item. Select EXIT to return to the MAIN SCREEN.

Sorry, no refunds, no returns.

Forward Weapons	Power Charges	Rear Weapons
VK Plasma Rifle This is a favoured weapon among race car and taxi drivers alike. On sale...	**Locust Jump Jets** These add a little kick to your driving. Jump over obstacles with Locust!	**BF's Slip Sauce** Just a little oil here and there will really turn your opponent around.
Rogue Missile After its impressive record in the military it's been adopted into racing.	**Lightning Nitro** Flip Johnson made millions off this blend of kitchen chemicals.	**Bear Claw Mine** One of these blasts will rip a hole through most cars, except a Havac.
Sundog Beam This favoured military weapon is heat-seeking and packs a wallop!	**LISTED PRICE IS PER SHOT** **Price includes tax, shipping and installation**	**KO Scatter Packs** Leave one of these behind and they turn into three little bombs. Great gift!

RIP & SHRED

These twin brothers are the sons of Mondo the rich tycoon. They aren't particularly good drivers but sometimes they get lucky or downright naughty. You see, their father wants a Indianapolis Super Cup in his collection but the twins just want to race. So whenever you advance to the next planet, dad will bribe or blackmail officials to make sure Rip and Shred get to drive against the best in the universe!

In a two-player game, only Rip will race against you.

CHEM VI

Scientists began settling on Chem VI bacause its diverse climates made certain scientific studies easier than on any other settled planet. The atmosphere is a mix of chlorine and methane, and it's home to some of the strangest creatures ever imagined. But nothing stops science, and Chem VI now hosts the first Rock N' Roll Racing™ event. Don't forget your gas mask!

ENGINES

Cobra Mark VII

This engine licks any stock car, if you can drive better than me.

War Hammer

This replaces your old Cobra Mark VII for years of raw power. We'll place her in any car in time for your next race!

Super Charger

The War Hammer not enough power for you? Try the Super Charger, the biggest street-legal engine in the universe.

Atlas Power Boss

Gordo's Gift Shop is proud to be the exclusive dealer for Atlas brand engines. The xenon-powered engine gets the best mileage anywhere and is unequalled in raw torque and horse power. Buy yours today!

ARMOUR

Defender

This armour stops bullets at zero range. It also stops some other weapons.

Rhino Skin

This burly armour will double your chances at survival on the race track. No guarantees though.

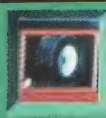
Sabertooth

Named after Sabertooth of Bogmire, the universal record holder for games won, this armour beats all armours but one.

Atlas Powerplate

Gordo's Gift Shop is proud to be the exclusive dealer for Atlas brand armour. This custom-fit, xenon-powered armour will protect you from any blast except falling off the track. Nothing is better than Atlas!

TYRES



Track Masters

These tyres are great for sliding around!

Road Warriors

Are you mad? These tyres will try to keep you on the track to the max. Made from recycled toothbrushes and soda cans.

Super Mudwhumpers

These tyres offer extra grip and extra width. Great for a fast start any day.

Atlas Power Claws

Gordo's Gift Shop is proud to be the exclusive dealer for Atlas brand tyres. The xenon-powered tyre works like a suction cup, only they're much faster. Buy Atlas brand, your opponent does!

SHOCKS

Grass-hoppers

With these shocks you stand a fair chance of staying on the road.

Hydrosprings

This upgrade uses hydraulics to keep you on the track. Most police and grandmothers use these shocks.

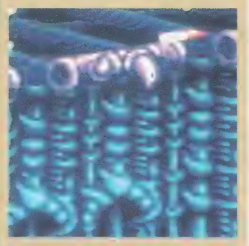
Hydro Twinpacks

Double your fun! When you're ready to give a serious race, these puppies will do you well.

Atlas Power Lifts

Gordo's Gift Shop is proud to be the exclusive dealer for Atlas brand shocks. These xenon-powered shock absorbers were built to give you a lifetime of performance. Why not? They're Atlas!

DRAKONIS



As the science of domed cities improved, mankind settled Drakonis next, named after the strange reptile-like creatures it found there. Drakonis is a desolate place, so it decided to host the second Rock N' Roll race to attract tourists to keep its economy alive. It is also a popular place to retire as its population is pretty small and life here is pretty quiet except for racing season. Living quarters are pleasant but the race track is kept at 17°F to save energy.

BOGMIRE

Bogmire was the first planet discovered by man with intelligent life that didn't look like humans. There were people which looked like birds, lizards, cats and fish. They all are devious racers and they certainly know how to race in the tracks of their home planet.

SCORE AND ADVANCEMENT

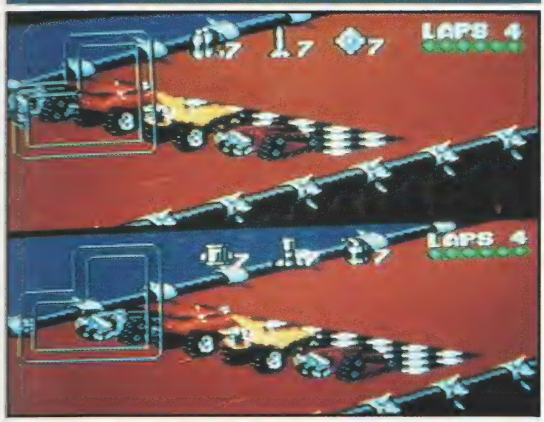
Races are run in divisions and seasons, two divisions equals one season on each planet. In order for you to advance through the seasons and onto the next planet you need to win races. With each win you get a SCORE. SCORE is rated in points; only with enough points will the race officials let you advance to the next season. If you don't SCORE enough you will have to race again on the planet you lost on, and your SCORE is set to zero.

At the end of a division you will automatically go to Bay 2 where Captain Braddock, your Space Limo Chauffeur, awaits you. With enough SCORE you will advance. On each new planet your SCORE drops to zero; you will have to prove yourself again on the new tracks.

Early Advancement

You may want to advance early if your SCORE is high enough. To do so, select ADVANCE A LEVEL on the MAIN SCREEN.

TWO-PLAYER GAMES



Team Play or not Team Play...

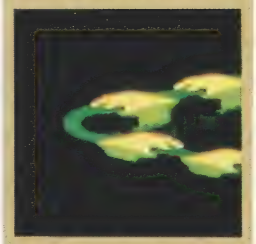
To play a two-player game, select 2-PLAYER at the START SCREEN. Everything will be the same as 1-PLAYER games except players will have to take turns at the MAIN SCREEN.

Player One always goes first. When Player One is ready to race, select the START RACE icon. Then Player Two may work around the MAIN SCREEN. Again, select START RACE when you are done.

On the track, Player One will have the top half of the screen, and Player Two will be on the bottom half.

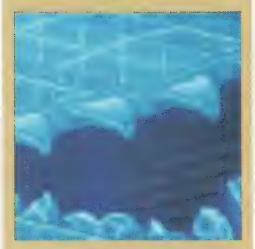
You can work together or play against each other. Remember, your enemy and Rip will be racing against both of you.

NEW MOJAVE



Mankind finally made a prison planet, New Mojave, and began sending all convicts there until their sentence was completed. In a long legal battle over prisoner's rights, the convicts of New Mojave won the right to host the third Rock 'n Roll Racing™ event here. This planet is a scorching 115°F most of the time. Bring your sun screen and a body guard.

NHO



Nho was settled because it was so cold, that ice was abundant and free. Now Nho supplies desert planets with water at quite an impressive exchange rate. Rock 'n Roll Racing™ began here to host the final Fifth race in the worst driving conditions.

Your car will require special care on this glacier of a planet.

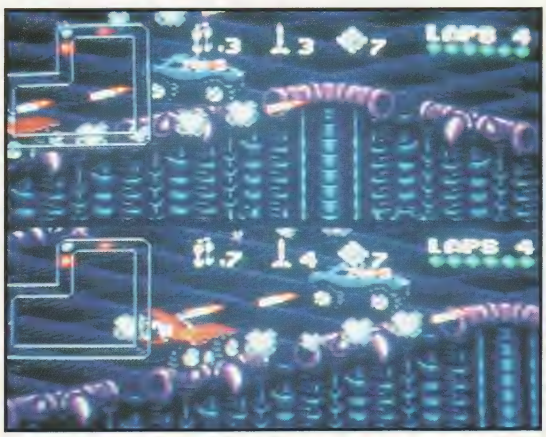
VS. MODE

Just Some Action, Please

Selecting this will give you carte blanche in the racing world. You can race against any enemy (except J.B. Slash) or a second player, and any car you choose will be powered up to the max. This option is good for practice, improving your racing skills, or just for some quick & dirty fun.

Selecting VS. MODE will ask you to choose one- or two-player, and will then ask you which car you'd like to drive. To drive a Battle Trak you'll need to switch to planets where it's available.

VS. MODE will start you on the easiest planet, Chem VI. However, you may change at any time and go to any planet as you wish (except Inferno), or return to planets you've already raced on.



OPTIONS

The OPTIONS SCREEN will let you set a few preferences for game play. From top to bottom, you can toggle the features music, sound effects and Larry "Super Mouth" Huffman ON or OFF.

Below these options rests your 12-digit password necessary for saving the game. See Saving a Game on page 26 for details.

Last is the EXIT selection to return to the MAIN SCREEN.

INFERNO

Inferno and its Enemy are on the Bonus Planet. Only by racing and beating all of your other five Enemies on the hardest level, Warrior, will you get to race on this planet of dread.

By racing on the Bonus Planet, Inferno, you will still get to win your claim to the Indiananpolis Super Cup, but if you have your wits about you, you won't try this until you have some grease behind your ears.

HINTS by Floyd

Controlling your race car is a skill you need to build. After a few hours of game play they should be like second nature to you. Don't give up!

Advancing early isn't always the best thing to do. If you race the whole Division you can earn some extra much-needed money.

When an enemy's car is smoking it means he's damaged. Easy pickings for ramming and weapons!

Save your ammunition for the lead car. If you're ahead, save your ammo in case you make a mistake. If you're close to the start/finish line, use everything you have!

SAVING A GAME

A new password to save your game is generated only when you start new divisions or replay the same division. You may view the password at any time by going to the OPTIONS SCREEN. ***If you want to save a game you must write this password down.***

Remember, this password will only restore your game at the point when you started this division.

To continue a saved game, select PASSWORD from the START SCREEN. You will be given a grid of letters, numbers and symbols to enter by using the Control Pad and the B button. Make sure all 12 characters are entered correctly and the game will continue where you left off. Select CLR (clear) to wipe the slate clean. Select END when you are done.

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Born to be Wild
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SCREEN SAVER

Rock 'n Roll Racing™ comes with a screen saver to save your poor television screen from image burns. After awhile of not playing or not doing anything it will activate. Pressing any button will let you resume play.

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